

USER NOTES FOR BANNERIFIC

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AN INTRODUCTION

With BANNERIFIC you will be able to construct four-color horizontal and vertical banners and have a fine degree of control over the banner character's size(s). The font style used to make up a banner can be one of three "built-in" fonts or you may load in a font style of your own. Characters may be inverted and/or overlayed. Proportional spacing is also selectable. All of these features make BANNERIFIC a very flexible banner program.

THE PROGRAM

BANNERIFIC loads in three parts and then notifies you that the 1520 can be turned on. The 1520 must NOT be turned on before the notification and it must be allowed to draw its four colored boxes before proceeding with the program.

The main menu is where you choose a font to use. Your choices are: <R>OM, <H>ORIZONTAL, <V>ERTICAL, and <L>OAD A FONT. The <R>OM font is built into the 2068's ROM and, as it turns out, is generally not the best font to use. The <H>ORIZONTAL and <V>ERTICAL fonts are both variations of a bold font and are specially designed to be used with BANNERIFIC. The <H>ORIZONTAL font should be selected for horizontally displayed banners and the <V>ERTICAL font selected for vertically displayed banners. If you want to use a font style of your own, select <L>OAD A FONT and enter the font's name or press <ENTER> to load the next font on the tape. Select <C>URRENT FONT if you find yourself at the main menu and do not wish to change font style. The <Q>UIT option allows for a return to BASIC where you can load in your own User Defined Graphics. Type GO TO 40 to restart BANNERIFIC.

After selecting or loading a font, the font is displayed along with the ROM graphic set and UDG set. If the displayed font is what you really wanted then press <C> to continue. Press <S> to select or load another font. If you choose to continue, you will be asked to enter the banner's text which can be made up of any of the displayed font, graphic, or UDG characters. The "\" character is not printed, but serves as a flag for inverse and over. The use of one or more isolated "\" characters in a text will result in the character following each "\" to be plotted over the character preceeding it. To toggle the inverse function, use two (or more) adjacent "\" characters at the appropriate place(s) in your text. The characters following the first "\" will be inversely plotted until the next "\"" occurs and signals a return to normal characters, etc, etc.

If your text is not rejected for having "token" characters or for exceeding the 200 character maximum (counting "\" chars.), it is displayed in the middle area of the screen with the first printable character flashing. Press key 1,2,4, or 0 to assign a color to the flashing character. Continue assigning colors to all printable banner characters. Backspacing to edit colors is not possible, so decide the coloring of your banner before hand. After coloring the last printable banner character, you will be asked to enter a character size. Size #2 is the smallest and #59 is the largest size. It is recommended that you plot your banner in a small size to verify that it is OK before you "burn-up" lots of paper with a large size plot.

Your next choice is whether or not you want the spacing between banner characters to be done proportionally. Proportional spacing puts characters as close together as possible. Experiment with proportional spacing to see how it affects characters.

The banner is plotted after your choice of proportional spacing. If you allow your banner to be completed (no BREAKing), you will be asked whether to do <A>NOTHER COPY or go to the <M>AIN MENU. If you choose to do another copy, your colorized text will be the same but you may select another character size # and if proportional spacing is to be used. "BREAK"ing a banner while it is being plotted is done by holding down the space bar until the plotting is halted.

BANNERIFIC's machine code was compiled with NovelSoft's TIMACHINE. I will provide a tape of the basic program that was compiled into m.c. to any previous purchaser of BANNERIFIC for \$6.00 ppd.